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| **Technology as teacher** | **Technology as partner in learning** |
| **1. Powerpoint presentation during forums or class discussions** | **1. Writing reflections or reactions based on the powerpoint being presented** |
| **2. Using educational computer games in teaching the lessons to student** | **2. Students interact with the computer games by clicking or pressing the appropriate answers on certain questions** |
| **3. Home reading assignments to be read by using either books, manuals or papers.** | **3. Students try to comprehend and analyze the readings by answering the guide questions.** |
| **4. Playing audio recording sounds in teaching preschoolers** | **4. Kids learn by imitating the sounds they heard** |